

(10) ABSTRACT OF THE DISCLOSURE

In prediction and machine-learning technology, using given information from a user and a set of choices (e.g., a hierarchy structure) and, using a classifier program, computing what is the next best choice for navigating the set of choices, or, more generally, the degree to which any choice at a current level is supported by the available information, i.e., a probability of success associated with each currently available choice. An interactive interface is provided between the user and the set owner that dynamically feeds back the results of classification to the user preferably at each navigation step, i.e., specifying probabilities, suggesting choices, or highlighting the best choice(s) or the path(s) most likely leading to the best ultimate choice of the set.

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